WinMain ()

{

CreateWindow () {}

InitD3D ();

PeekMessage ();

Render Frame ();

CleanD3D ();

}

InitD3D () // Device, DeviceContext and SwapChain

{

CreateDeviceandSwapchain ();

Get the Address of the Back Buffer

Create Render Target view

Set Render Target

Set ViewPort

}

RenderFrame ()

{

Clear Render Target View

SwapChain

}

WindowProc () // Handle to Messages

{

}

CleanD3D ()

{

Release -> Device, DeviceContext, SwapChain;

}